

1. In a network system including at least one client device and at least one server device operatively coupled for communication, a method for synchronizing an audio capture program with a streamed audio file, the method comprising:

- 5 receiving at least one selection request from a user on said server device;
- transmitting a program from said server device to said client device;
- streaming a digital audio file from said server device to said client device;
- detecting, by said program, a first state change associated with an audio stream player disposed within said client device, said program preparing said
- 10 audio capture program on said client device in response to said first state change;
- detecting, by said program, a second state change associated with said audio stream player; and
- said program initiating said audio capture program on said client device at a fixed time interval from when said second state change is detected for capturing
- 15 data.

2. The method of claim 1, wherein said method further comprises recording said data captured by said audio capture program on a storage medium disposed in said client device.

5 3. The method of claim 1, wherein said method further comprises, compressing said data captured by said audio capture program, streaming said compressed data to said server, and recording said compressed data on a storage medium disposed in said server device.

10 4. The method of claim 1, wherein said method further comprises stopping said audio capture program.

5. The method of claim 4, wherein said stopping said audio capture program comprises detecting, by said program, a third state change associated with said  
15 audio stream player, wherein said program stops said audio capture engine in response to said third state change.

6. The method according to claim 1, further comprising uploading said recording from said client device to said server device.

7. The method according to claim 6, wherein said recording is compressed  
5 prior to said uploading.

8. The method according to claim 1, wherein said network comprises the Internet.

10 9. The method of claim 4, wherein said stopping said audio capture program comprises detecting, by said program, a third state change associated with receiving a second selection from said user, wherein said program stops said audio capture engine in response to said third state change.

15 10. In a network system including at least one client device and at least one server device operatively coupled for communication, a method for synchronizing an audio capture program with an audio file, the method comprising:

receiving at least one selection request from a user on said server device;

transmitting at least one audio file from said server device to said client device; and

transmitting a program to said client device, wherein said program receives a first event condition from an audio playback program disposed within said client device associated with audio playback, said program prepares an audio capture program associated with said first event condition, said program detects a second state change associated with said audio playback program when said audio playback begins, whereby said program directs said audio capture program to begin recording a user's performance.

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11. The method of claim 10, wherein said program detects a third state change.

12. The method of claim 11, wherein said program stops said audio capture program in response to said third state change.

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13. The method of claim 11, wherein said third state change is transmitted by said audio playback program.

14. The method of claim 11, wherein said third state change is transmitted by  
said program in response to a second selection from said user.

15. The method of claim 10, wherein said audio playback program comprises  
5 an audio stream player.

16. The method of claim 10, wherein said network comprises the Internet.

17. The method of claim 10, wherein said user's performance is recorded on  
10 said client device.

18. The method of claim 17, wherein said user's performance is transmitted  
from said client device to said server device.

15 19. The method of claim 18, wherein said user's performance is compressed  
prior to said transmittal from said client device to said server device.

20. The method of claim 10, wherein said user's performance is recorded on  
said server device.

21. In a network system including at least one client device and at least one server device operatively coupled for communication, an apparatus for synchronizing an audio capture program with a streamed audio file, said apparatus comprising:

5 a means for receiving at least one selection request from a user on said server device;

a means for transmitting a program from said server device to said client device;

10 a means for streaming a digital audio file from said server device to said client device;

a means for detecting, by said program, a first state change associated with an audio stream player disposed within said client device, said program preparing said audio capture program on said client device in response to said first state change;

15 a means for detecting, by said program, a second state change associated with said audio stream player; and

said program initiating said audio capture program on said client device at a fixed time interval from when said second state change is detected for capturing data.

- 5     22.     The apparatus of claim 21, wherein said apparatus further comprises recording said data captured by said audio capture program on a storage medium disposed in said client device.

23.     The apparatus of claim 21, wherein said method further comprises,  
10     compressing said data captured by said audio capture program, streaming said compressed data to said server, and recording said compressed data on a storage medium disposed in said server device.

24.     The apparatus of claim 21, wherein said method further comprises stopping  
15     said audio capture program.

25.     The apparatus of claim 24, wherein said stopping said audio capture program comprises detecting, by said program, a third state change associated

with said audio stream player, wherein said program stops said audio capture engine in response to said third state change.

26. The apparatus according to claim 21, further comprising uploading said

5 recording from said client device to said server device.

27. The apparatus according to claim 26, wherein said recording is compressed prior to said uploading.

10 28. The apparatus according to claim 21, wherein said network comprises the Internet.

29. The apparatus of claim 24, wherein said stopping said audio capture program comprises detecting, by said program, a third state change associated

15 with receiving a second selection from said user, wherein said program stops said audio capture engine in response to said third state change.



30. In a network system including at least one client device and at least one server device operatively coupled for communication, a method for synchronizing an audio capture program with an audio file, the apparatus comprising:

- a means for receiving at least one selection request from a user on said
- 5 server device;
- a means for transmitting at least one audio file from said server device to said client device; and
- a means for transmitting a program to said client device, wherein said
- program receives a first event condition from an audio playback program disposed
- 10 within said client device associated with audio playback, said program prepares an audio capture program associated with said first event condition, said program detects a second state change associated with said audio playback program when said audio playback begins, whereby said program directs said audio capture
- program to begin recording a user's performance.

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31. The apparatus of claim 30, wherein said program detects a third state change.

32. The apparatus of claim 31, wherein said program stops said audio capture program in response to said third state change.

33. The apparatus of claim 31, wherein said third state change is transmitted by  
5 said audio playback program.

34. The apparatus of claim 31, wherein said third state change is transmitted by said program in response to a second selection from said user.

10 35. The apparatus of claim 30, wherein said audio playback program comprises an audio stream player.

36. The apparatus of claim 30, wherein said network comprises the Internet.

15 37. The apparatus of claim 30, wherein said user's performance is recorded on said client device.

38. The apparatus of claim 37, wherein said user's performance is transmitted from said client device to said server device.

39. The apparatus of claim 38, wherein said user's performance is compressed prior to said transmittal from said client device to said server device.

5 40. The apparatus of claim 30, wherein said user's performance is recorded on said server device.

41. A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine within a network system including at least one client device and at least one server device operatively coupled for communication, a method for synchronizing an audio capture program with a streamed audio file, said method comprising:

receiving at least one selection request from a user on said server device;

transmitting a program from said server device to said client device;

15 streaming a digital audio file from said server device to said client device;

detecting, by said program, a first state change associated with an audio stream player disposed within said client device, said program preparing said audio capture program on said client device in response to said first state change;

detecting, by said program, a second state change associated with said  
audio stream player; and

said program initiating said audio capture program on said client device at a  
fixed time interval from when said second state change is detected for capturing  
5 data.

42. The method of claim 41, wherein said method further comprises recording  
said data captured by said audio capture program on a storage medium disposed in  
said client device.

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43. The method of claim 41, wherein said method further comprises,  
compressing said data captured by said audio capture program, streaming said  
compressed data to said server, and recording said compressed data on a storage  
medium disposed in said server device.

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44. The method of claim 41, wherein said method further comprises stopping  
said audio capture program.

45. The method of claim 44, wherein said stopping said audio capture program comprises detecting, by said program, a third state change associated with said audio stream player, wherein said program stops said audio capture engine in response to said third state change.

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46. The method according to claim 41, further comprising uploading said recording from said client device to said server device.

47. The method according to claim 46, wherein said recording is compressed  
10 prior to said uploading.

48. The method according to claim 41, wherein said network comprises the Internet.

15 49. The method of claim 44, wherein said stopping said audio capture program comprises detecting, by said program, a third state change associated with receiving a second selection from said user, wherein said program stops said audio capture engine in response to said third state change.

50. A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine within a network system including at least one client device and at least one server device operatively

5 coupled for communication, a method for synchronizing an audio capture program with an audio file, said method comprising:

receiving at least one selection request from a user on said server device;

transmitting at least one audio file from said server device to said client device; and

10 transmitting a program to said client device, wherein said program receives a first event condition from an audio playback program disposed within said client device associated with audio playback, said program prepares an audio capture program associated with said first event condition, said program detects a second state change associated with said audio playback program when said audio

15 playback begins, whereby said program directs said audio capture program to begin recording a user's performance.

51. The method of claim 50, wherein said program detects a third state change.

52. The method of claim 51, wherein said program stops said audio capture program in response to said third state change.

5 53. The method of claim 51, wherein said third state change is transmitted by said audio playback program.

54. The method of claim 51, wherein said third state change is transmitted by said program in response to a second selection from said user.

10 55. The method of claim 50, wherein said audio playback program comprises an audio stream player.

56. The method of claim 50, wherein said network comprises the Internet.

15 57. The method of claim 50, wherein said user's performance is recorded on said client device.

58. The method of claim 57, wherein said user's performance is transmitted from said client device to said server device.

59. The method of claim 58, wherein said user's performance is compressed  
5 prior to said transmittal from said client device to said server device.

60. The method of claim 50, wherein said user's performance is recorded on said server device.

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